

The Publisher is a complete DTP package comprising of three disks which we've crammed onto this month's CoverDisk, all of which will have to be unarchived before we can go any further.

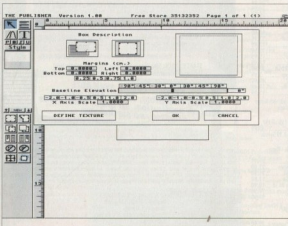
As usual, the de-archiving process is launched by booting from the CoverDisk and double clicking the Make icons, so do this now.

There are two archives on the main Publisher disk, one each for the program disk and the fonts disk, and one on the MRBackup disk which contains the PostScript interpreter program, so you'll need three blank floppies.

The Publisher can be installed either on hard drive or on floppies. In the latter case, if running from floppies you will need to have a second drive attached to the Amiga so that The Publisher can read its fonts disk.

FLOPPY DISK INSTALLATION

As we have already have a backup of The Publisher in the form of the original CoverDisks, there's really no need to install the program disk to floppies as this



The program offers full control of boxes used for text and graphics



has already been done, but there are some things we have to do.

Place the fonts disk in your second drive, making sure it is write-enabled, then double click on the disk icon and the Publisher_Fonts directory until you see an icon called Font_Install.

Now double click on this icon and there will be a bit of disk whirring, during which time the install program will create a list of the available fonts and save the list to the disk.

Installing the PostScript interpreter is a little more complex. Again, make sure you have booted from Workbench, then format two blank disks, calling them PS_Driver1 and PS_Driver2 respectively.

Now place the de-archived PostScript interpreter disk in d0: and the PS_Driver1 disk in your second drive. Open both disk windows and drag all eight icons from the interpreter disk to PS_Driver1. Replace the

the DISK Power of the

interpreter disk with your Workbench drawer in d0: and make sure it is write enabled. Now double click on the Publisher_Script icon which should be on the new PS_Driver1 disk.

Two icons should appear, so double click on the PS_Install icon and type the number 6547895F into the requester when asked for your serial number.

Now double click on the PS_VM drawer in the PS_Driver1 window. Double click on VM_Install and you should see a confirmation appear. Now remove this disk and write protect it, then replace the Workbench disk (the one we called PS_Driver2) in your second drive.

Open the PS_Driver2 window by double clicking on the disk icon, then double click on the Publisher_Script icon in d0: and drag the icons called PS_DLPs and PSC_Buffer over to your PS_Driver2 disk. Now remove the original interpreter disk and store it in a safe place.

Put your Workbench disk in d0: making sure it is write-protected, then double click on the PS_DLPs drawer icon, then on the DLP_Install icon. Click on OK once the program has confirmed installation.

Again, double click on the PSC_Buffer drawer icon, then double click the

Buf_Install icon, clicking ok when the program reports a successful installation.

Your second interpreter disk is now safely installed and you should keep it with the PS_Driver1 disk for when you print your documents. For setting up the interpreter, refer to the appropriate section later on.

HARD DRIVE INSTALLATION

Boot from hard drive and insert the de-archived fonts disk in d0:, then open the hard drive window where The Publisher is to be installed. Double click on the fonts disk icon, then drag the Publisher_Fonts drawer across to the target hard drive.

Once disk activity has ceased, remove the floppy, open the Publisher_Fonts drawer just created on your hard drive and double click the Font_Install icon, which will scan for available fonts and create a list which it will save on hard drive. Now put your original fonts disk away in a safe place.

To install the program itself, place the de-archived program disk in d0:, double click on the disk icon and drag The Publisher drawer across to the target hard drive. Again, once disk activity has ceased, remove the floppy and open the